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Author's Note

Hello guys and welcome to my PDF walkthrough for the remake of Persona for the PSP. I've been a fan of the Shin Megami Tensei / Persona series ever since I played my first SMT game in the PS2.

I know this game has been out for a while now and I really wanted to write up a guide for it since its release. Unfortunately, I need to catch up with a contractual project that dragged on for months so this game has been sitting on my pending list for quite a while now.

This guide may not be the best out there but I did try my best to make it comprehensive, easy-to-understand and most of all, presentable. You can also check the last page of this guide for my [contact details](#).

Thank you and enjoy!



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Quickstart

In this section, you'll be introduced to the game basics and mechanics. Various topics and sections are bookmarked and linked for your convenience.

Gameplay

There are two perspectives being used in the game: first-person and third-person. First-person perspective is used when you're exploring dungeons and other locations. Third-person view is used when you're in a room or part of the dungeon/location where an event takes place or where you can interact with NPCs and objects. For example, when checking out the establishments in malls you'll be in first-person view but once you enter, you'll shift into 3rd person.



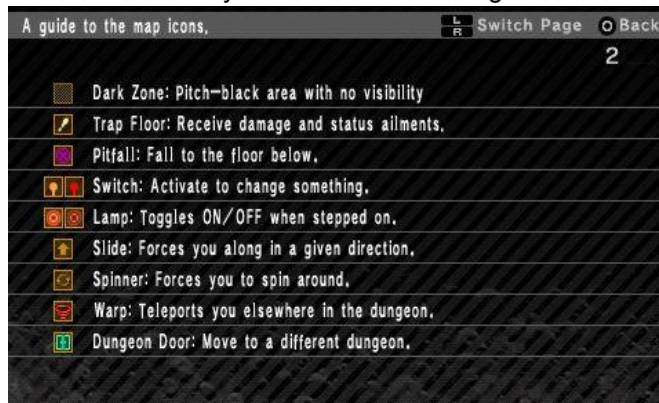
City Map

The city where everything takes place is quite small and divided into different "wards" or sections. Your character will appear as a blue marker. Unlike the new Persona titles, where you can just select your destination from the world map to go there automatically, the game follows the navigation style similar to SMT: Devil Summoner. In this game, you'll need to walk along the street and enter the locations. It is also possible to encounter enemies along the way.



Icons and Markers

Refer to the images below to learn more about various icons and markers you'll encounter in the game.



Battle System

The game features a turn-based battle system where the combatants' agility determines their turn order. Aside from that, attack ranges vary for weapons, spells and guns. These are marked grids or squares. Here we will discuss the battle menu:

1. Main Battle Menu

- ◆ Fight – Select to issue orders to the active character manually
- ◆ Contact – Select demons and attempt to [Negotiate](#) with them.
- ◆ Analyze – Check the demon's stats. You can only see the stats of a demon you previously defeated. Otherwise, it will appear as ????. This action does not take a turn and can be used even when issuing manual orders to your characters by pressing R2
- ◆ Form – Change your party formation in the fly. Will consume a turn. You can customize and set up to four different battle formations from the game's main menu.
- ◆ Auto – Select a set of automatic commands for your characters. While in Auto mode, the party will continue to act based on the auto-command issued; press Circle to cancel. Remember that your characters will need to finish their respective turns if you canceled the auto-command in the middle of their actions.
- ◆ Escape – Attempt to escape the battle. Chances of escaping successfully depends on your party's level versus the enemies.

2. Fight Menu

- ◆ Attack – Attack with your weapon
- ◆ Shoot – Attack using your gun
- ◆ Skill – Use the skill of your assigned persona
- ◆ Persona – Swap your current persona with your stocked [personas](#).
- ◆ Item – Use items from your inventory
- ◆ Guard – Skip action and guard against an incoming attack.

3. Auto Menu

Take note that if a character used an item or is unable to do the action (target out-of-range, not enough SP to use the skill), they will automatically guard instead.

- ◆ Replay – Order everybody to perform their previous (manually-inputted) actions.
- ◆ Weapons – Everybody attacks with their equipped weapons.
- ◆ Guns - Everybody attacks with their equipped guns
- ◆ Auto-Act – Everybody attacks according to their set auto-actions.
- ◆ Set Actions – Option to set various actions or orders to individual members. These actions are executed by selecting Auto-Act.

Elemental Weaknesses and Status Ailments

Unlike the newer Persona titles where exploiting the enemies' elemental weaknesses plays a great role in winning battles, the only advantage you'll have when exploiting it in this game is a bit of extra damage. No extra turns, no stunned enemies. Not to mention, in this game, aside from elemental and physical affinities (rush, tech), there are also “force” affinities (like Gravity, Blast and Nuclear) that you should consider. There are also enemies weak against specific weapons (sword, axe etc) or guns. There is also Light and Dark spells that can instantly kill enemies or characters that are weak against it, as well as Curse spells that deal various status ailments. You should exploit these whenever you can since instantly killing or disabling an enemy plays a great role in all encounters in this game. This large variation makes damage and resistance calculation a lot more challenging and distinct.

Status Ailments can be stacked, prolonging the effect. Ailments like Poison, Paralyze and Sick however, remains on the character until it is cured so make sure to heal them immediately.

Character Level and Persona Level

These are the two different levels that gain experience points and level up. Character levels determine their stats while Persona level determines the level of the personas you can control – nothing else. The amount of character and persona experience vary per battle so its possible to have a high character level but lower persona level. Characters that tend to kill more enemies, deal damage with their personas or use them more often tend to get more persona experience after each battle.

Upon leveling up, characters will get points to increase their stats. The main character's points needs to be distributed manually while the game will distribute the points for the others.



Your Team

You can only have a full party of 5 members. You'll have four fixed members (MC, Maki, Mark and Nanjo) and you'll be given the chance to recruit your fifth member. There are a couple of things you should take note:

- ◆ A minor change in the ending events take place, depending on the character chosen
- ◆ You can only choose one; events for the others won't trigger after getting fifth member

Details on how to recruit them will be tackled in the guide. They will arranged in a chronological order as when you can recruit them in the game. Character bios are borrowed from the game's [Wikia](#) site.

- [Hidehiko "Brown" Uesugi](#)
Starting Persona: Nemhain
Ultimate Persona: [Tyr](#)



He is the resident class clown of St. Hermelin, relying on stupid puns and old man jokes to get attention. He is the one who introduces the demon summoning game "Persona" to his classmates. After entering Maki's dream world, Hidehiko is imprisoned in the local police station and was later rescued by main character's party.

- [Eriko "Elly" Kirishima](#)
Starting Persona: Nike
Ultimate Persona: [Michael](#)



She is from a wealthy family and has been studying overseas for most of her life. She later decides to finish her schooling in Japan to later pursue a career in modeling and fashion design. She is among the popular girls in St. Hermelin High School because of her elegant beauty and amiable personality. Aside from her outwardly feminine hobbies, Eriko was also interested in the occult. Because of this, she was excited to once again do the demon-summoning game "Persona" that her classmates were pulled into because of Masao Inaba and Hidehiko Uesugi's silly bet. Eriko played along despite having done the game prior to see how her classmates would react to the result.

- [Yuka Ayase](#)
Starting Persona: Horis
Ultimate Persona: [Frey](#)



She has an outward cheerfulness makes her popular with the guys. However, her penchant for lying and being glaringly frank at times gets her into a lot of trouble. Yuka has played the game "Persona" before and was counting on Hidehiko to win the bet against Masao Inaba to get a free meal at Peace Diner. However, no one was prepared to see the image of the crying young girl that appeared after the summoning ritual...

- [Reiji Kido](#)
Starting Persona: Bres
Ultimate Persona: [Mot](#)



Reiji Kido is an antisocial transfer student of St. Hermelin who rarely shows up for class. He blames his stepbrother Takahisa Kandori for how his life has turned out, and believes that the latter must die. To this end, Reiji skulks around the SEBEC facility, waiting for a chance to confront Kandori. Despite his brusque tendencies, many girls of St. Hermelin take quite a shine to him. When not wandering the streets, Reiji often practices magic tricks with playing cards in his spare time.

Note: Of all the recruitable characters, getting Reiji can be tedious since there are multiple events that you need to carefully trigger (these are missable) and critical questions that you need to correctly answer. Messing up with any of these will ruin your chance of getting him later in the game. Also, take note that if you recruit any of the characters above, you won't be able to recruit him later, even if you followed the necessary events up to that point.

Contacting/ Negotiating with demons



- ◆ To successfully negotiate, you must fully raise the demon's eagerness level (yellow).
- ◆ Battle ends automatically once spell card is acquired; even if the other demons are not yet defeated.
- ◆ Contacting demons does not count towards your turn; it is possible to attempt contacting all demons in the battle. Remember that you only need to contact one demon type; so if you have six demons and three of them belongs to the same type, contacting one of them should be enough.
- ◆ You can only get the cards of the demons with lower level than you. Higher the level difference, the higher the chance they'll give their spell card to you.

- ◆ Different characters have different set of actions to negotiate with a demon. For example, the main character's Invite actions are usually effective against timid or joyful demons. It is hard to get definite results since one action may not have the same effect even when used on demons with the same stance. Maki's actions may also have a different effect on male demons. Feel free to experiment and use the negotiation actions that work for you.
- ◆ You can use the same action to raise the demon's eagerness level. However, there will be times that you'll need to use a combination of various actions from different characters. This is true for demons with multiple attitudes.
- ◆ While negotiating, there will be times that demons will ask follow up questions like if you really mean what you said and such. Depending on your response, it may speed up the increase any of their "feelings" towards you.
- ◆ During negotiation, the demons may request an item (usually a gem or a life stone), money or sometimes a portion of your "life". Conceding to their request will have various effects, usually increasing their happiness or eagerness. Declining their request (which you should do if they request to have one of your rare gems) will almost always result to an increase in their "angry" level.
- ◆ If you contact a demon whose spell card is already in your possession, that demon will leave the battle and/or will give you random items, experience or money instead. This is also a good way of surviving an ambush or fighting annoying enemies. This is only active when you have the actual card in your inventory. If you used it for fusion, you need to negotiate the demon again to get its card.
- ◆ If a demon whose level is higher than the negotiator, then it won't surrender its spell card to you even if you managed to win its trust. They'll just leave the battle but sometimes, they'll leave something in return.
- ◆ You can only have 12 spell cards at a time
- ◆ Moon phases also have an effect with negotiations. During New Moon, some demons may approach you and communicate with you before the battle starts. During Full Moon however, they're more hostile and aggressive, making negotiations with them a bit challenging.



Here are a handful of negotiation examples:

Timid, Joyful – Usually can be negotiated with Invite.

Foul – Aggressive actions like Stare

Wise – Pontificate

Foolish – Sarcasm, Brag

Personas and the Velvet Room



- ◆ Persona learn new skills as their ranks increase. Increase their ranks by continually using them in battle. You also need to check their affinity ranking. Personas with the “Best” affinity tend to rank up faster while those with the “Worst” affinity tend to rank up slower.
- ◆ Persona max rank is 8. At this stage, they'll learn their “ultimate” move.
- ◆ The strengths and weaknesses of the persona will be carried over to the character equipping them. This is vital especially in boss battles. You'd want a persona that will protect you from certain damage or spells even if its not capable of dealing high damage.
- ◆ To create new personas you need a Spell Card. These cards can be acquired from demons through [negotiating](#) and raising their eagerness to the fullest.
- ◆ To fuse personas, you must have at least two spell cards.
- ◆ You can only create personas up to 10 levels higher than your Persona level.
- ◆ Can only stock a maximum of 16 personas in the Velvet Room and carry up to 3 personas per character.
- ◆ You can use items as reagents for the fusion. Some increase the resulting persona's stats, some changes them into another persona within the same order/type and some even teaches them new skills.
- ◆ There are special personas that require a specific fusion order and fusion item to create them. Refer to this [list](#) to know more.
- ◆ Press START to cancel fusion animation.

Reference: You can view the full fusion table [here](#), including the details on skill inheritance and compatibility.

Special Personas

These personas require special fusion items in order to create them. These items can be acquired from treasure chests, enemy drops, event rewards, deleting a created persona and from the casino. Also, most of them are tied to a specific character so other characters can't use them. The good thing about this is that you don't usually need specific demons to create them. What matters is the resulting persona's Order or Arcana (family, type, etc). There are however, some personas that are exceptions to this rule; they require specific spell cards.

For a complete list of fusion items and special personas, you may check it out [here](#). Here is an incomplete list of personas for your quick reference.

Persona	Item Required	Order Required	Notes
Amen-Ra	Rosetta Stone*	Emperor	MC's ultimate persona
Verthandi	Pasque Flower*	Priestess	Maki's ultimate persona
Susanoo	Purified Water*	Chariot	Mark's ultimate persona
Yamaoka	Amber Glasses*	Judgment	Nanjo's ultimate persona
Mot	Babylonian Coffin*	Death	Reiji's ultimate persona
Tyr	Victorian Rune*	Justice	Brown's ultimate persona
Frey	Stuffed Deer*	Magician	Ayase's ultimate persona
Michael	Judgment Contract *	Judgment	Elly's ultimate persona
Bishamonten	General Piece	Justice	Delete Ogma
Satan	Prosecutor's Diary	Judgment	Delete Anubis
Il-Dana	Dordona's Oar	Magician	Delete Aonbharr
Skuld	Avenir	Priestess	Delete Urdr
Lucifer	Shining Star	Devil	Delete Ishtar
Beelzebub	Cultish Statue	Devil	Drop: Alice
Kali	Kolkata Souvenir	Empress	Drop: Miyasudokoro
Indra	Tora Stomachband	Heirophant	Drop: Ouroboros
Pallas Athena	Olive Accessory	Justice	Drop: Fafnir

Vohu Manah	Daily Meal	Judgment	Drop: Adramelech
Shiva	Maxi Tempest	Chariot	Drop: Fenrir

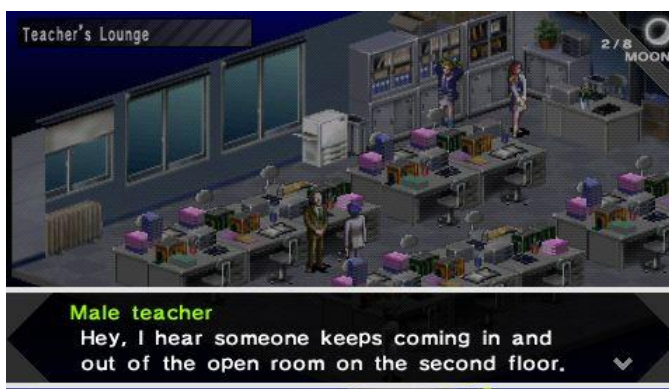
* These items can only be acquired near the end of the game (SEBEC playthrough) by selecting the correct options during important conversational events. The fusion item you'll get for your fifth character depends on who you recruited.

Grinding

The game requires grinding. You'll be in trouble later if you just go along with the flow and not spend time leveling up your party and ranking up your personas. This guide will mention recommended grinding spots along the way; however, you can grind wherever you want as long as there's free/ accessible healing AND savepoint.

Walkthrough

As you start a new game, just read through the conversation and the introduction of the game's characters. Watch the following scenes and you'll have the chance to register your character. Once you're in control of your character, examine the box in the right side of the infirmary to obtain a **Medicine**. You can also save your game by examining the pink glowing tree called the Agastya Tree. This is the game's savepoint. Exit the infirmary.



St. Hermelin

The view will shift into first person. Just use your mini map in the lower left of your screen to avoid getting lost.

(Recruiting Reiji - 1) To start off, turn left (north in the mini-map) from the infirmary then walk past the exit. Enter the Teacher's Lounge right beside it and talk to the male teacher in brown suit. Learn about someone that keeps coming in and out of the open room in the second floor. Talk to Mark this time. This is the first in a series of steps to recruit a team mate later on. Exit the lounge and take the stairs to the second floor. Turn right (south) then continue walking along the hallway to reach the next set of stairs. Enter the room beside it to overhear a short conversation. Exit the room then go up (east) and enter the room past 2-6. You'll find Reiji there. He's the character that requires several steps to recruit. Exit the room, then backtrack to the main hallway and make your way to class 2-1. Talk to the generic NPC there and he'll talk about dismantling derelict buildings. For more details, you may consult the [Character section](#) of this guide.

Enter class 2-4 next. Yuko, Maki's friend will ask you to deliver a message to her. Accept her request. You can wander around and explore the school if you want to. When you're ready, head back to the first floor and exit. Watch more scenes and you'll be in the city map.

City Map / Joy Street

From St. Hermelin, go up one screen then right. Enter Joy Street and look for the Judgment 1999 casino to your immediate right. Once inside, talk to the Blonde Man beside Mark to learn about an outsider hanging around their place. (This is a continuation of the series of steps to recruit Reiji)

Tip: The casino works like any generic casino mini-games you may have encountered with other games; buy some coins, play the game and exchange them for powerful equipment, consumables and unique fusion materials.

There is also a savepoint inside the room across the casino so save if you want. You can also explore the whole place if you want and take note of the important locations and establishments.

(Recruiting Reiji - 2) Once done, exit the building and exit southeast to the next screen. Enter the Abandoned Factory to have an encounter with Reiji again. Now head back to Joy Street and enter the Yin Yan shop to the west. Talk to the lady donning orange clothes. You'll discover that this is Reiji's mother. You need to answer "Yeah" and "Sure" to her questions since this conversation is critical for recruiting Reiji.

Now that's done, its time to head off to Mikage Hospital. Just head north to the next screen from Joy Street.

Mikage Hospital

Once in control, enter the door to be in first person mode again. Maki's room is in 302 so make your way there. You can use the stairs or the elevator. Go to the 3rd floor and enter Maki's room. Watch for the following scenes. You'll be in your first battle afterward. This is the time when everybody's persona will be released. Distribute the points and exit the post-combat screen.

Watch the following scenes and exit the room. There will be random battles from here on so be prepared. Once you exit, turn left (south) then enter the Nurse's Center ahead (west). Obtain **Medicine x6** and **QQ Helmet x2**. Equip the helmets to your characters, then leave the room. Now continue to the right (west) then enter the room around the corner to access the save point. Go upstairs next.



Follow the path until you reach the first fork in the corridors. Enter the Nurse's Station to the right to obtain **Dis-Poison** and **QQ Helmet x2**. Equip the helmet to Yukino as well. Exit the room then follow the hallways to the northeast until you reach the stairs. Go downstairs.

Follow the path again then save your game by accessing the first room to the right (west) then follow the straightforward path until you reach the stairs. Go down to 1F. Follow the hallway again until you reach the fork to the far west. You should see a room to the right (north). There is a doctor inside that can provide free healing so this is the best place to grind for experience, items and money. Don't forget to loot the **Medicine x2** from the box inside.

Tip: When grinding, use your persona skills only to quickly increase their ranks and for them to learn new techniques.

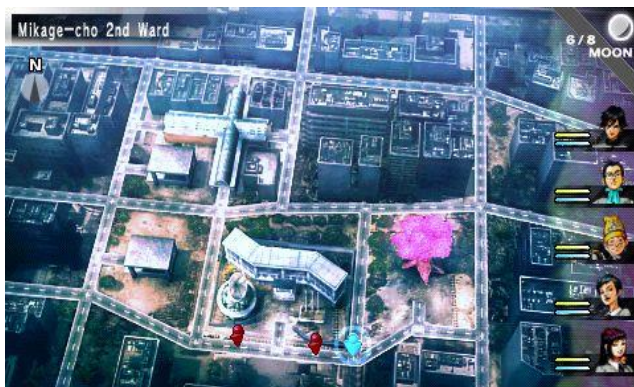
Follow the path again and you'll reach another room in the middle of the fork. Save your game, then head to the exit. Watch more scenes and you'll have the option to save the nurse or not. If you decided to save the nurse, Elly will arrive and you'll need to defeat the zombies. I suggest saving the nurse since not only this is one of the crucial "moral" choices that will affect the game's ending, this is also an easy battle that gives a lot of exp that it will give a free level up for everybody. Elly will temporarily join the party afterward. If you're not planning to use her as your active member, then lend her weapon to the main character. Exit the hospital then head south to the next screen.

City Map

While in the world map, you'll continue to have random encounters.

(Recruiting Reiji - 3) Interact with one of the red markers near the SEBEC building to witness a scene with Reiji again.

Save your game if you want, then make your way to the Alaya Shrine. From here, just go south then left to reach it.



Alaya Shrine

Watch the following scenes. Nanjo and Mark will temporarily leave the party. You'll get more experience from fighting enemies in front of the shrine so you may use this chance to grind if you want. Talk to the butterfly to fully heal your party. When ready, head to the school.

Tip: If you're planning to tackle the [Snow Queen](#) storyline of the game, I suggest keeping a separate file at this point. There will be a series of events at school that will determine which storyline the game will follow. The game DOES NOT feature a New Game+ option so if you will do Snow Queen on your subsequent playthrough, it will save you time just to load this backup save and select the conversation option to trigger it.

St. Hermelin

Save your game once you're in control, then exit the infirmary. There is really nothing much to do here so you can just proceed with the main story. From the infirmary, just follow the hallway east until you reach the end, then turn right (south) to find the exit. In the next screen, you'll find Ayase and Yoko. Talk to them both then try to exit the hole. You'll be given two choices. This is a critical point in the game since each option will lead to a different story or playthrough. If you select the first answer ("That's the plan") then the game will proceed normally. If you selected otherwise ("Not really") then the game will take a turn to a different story called Snow Queen chapter.



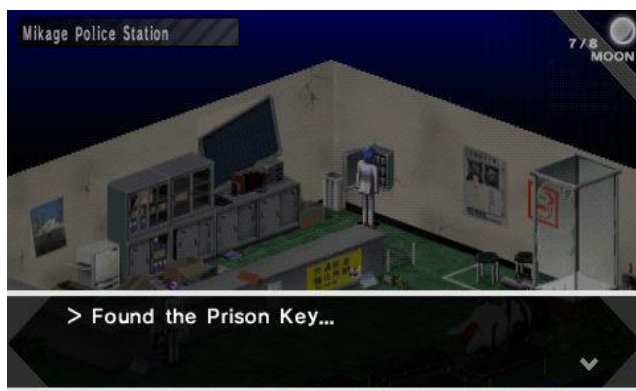
Each story will be covered in this guide. For first time players, it is recommended to continue with the main (SEBEC) storyline first. For Snow Queen players, refer to this [section](#).

SEBEC

After the scene, access the equipment menu and equip the optimal gears for everybody. Maki doesn't have a persona yet so she'll rely on her gun. Exit through the hole and watch the ensuing battle and earn free exp again. Just head north twice to reach the police station.

Mikage Police Station

Once inside, examine the key box in the upper right wall to get the Prison Key. Enter the door to start exploring the place. There is a savepoint just right across the entrance. Just follow the path until you reach the stairs. Go upstairs, walk until you reach the first fork then follow the path to the left (south), then take the right (west) on the second fork. You'll find a savepoint along the way. Take the stairs down to the prison cell. Enter the only room there to find Mark. Brown will be there as well. This is a scripted battle so just watch and enjoy the free level up you'll get after the battle.

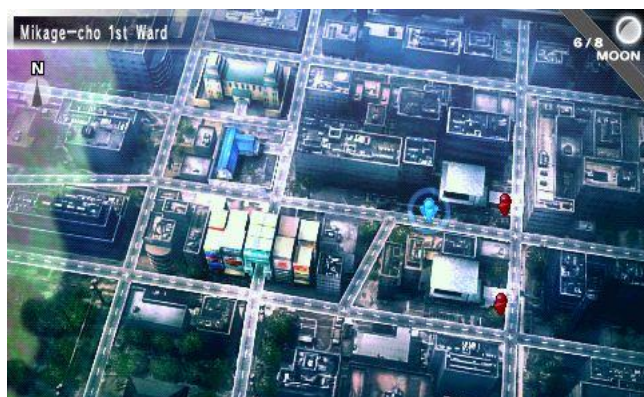


(Recruiting Brown/ Hidehiko) Brown is the first of the four characters that you can recruit. Remember that if you accept him in your party, you can't get the other three characters so you need to think carefully which one to get. For more details, you may consult the [Character section](#) of this guide.

Once done, select the optimal equipment for Mark and exit the police station back to the city map. If you declined Brown's request to join your crew, you will have the chance to recruit any of the two extra characters at this point. If you want to recruit Reiji, then you really need to decline his request to join your team. Your next destination is the Abandoned Factory.

City Map

(Recruiting Elly) If you look around the city map, you'll find some red NPC markers in the entrance of the subways. If you approach them, you'll learn about a girl wearing the same uniform as you. There are four subway entrances here but it doesn't matter which one you enter. There are no enemies inside so just venture in the lower part of the subway to trigger a scene with Elly. For more details, you may consult the [Character section](#) of this guide.



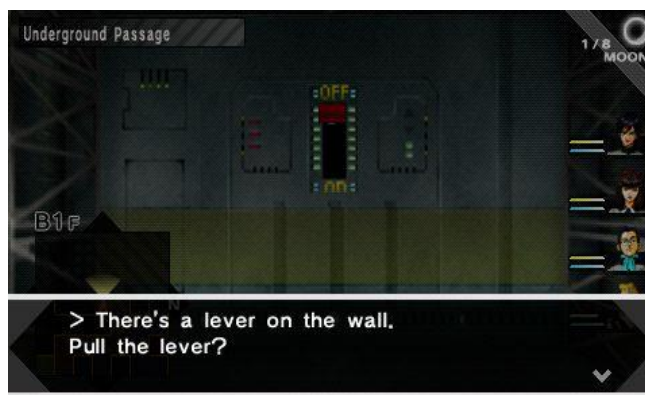
Abandoned Factory

(Recruiting: Ayase) If you haven't picked up Brown or Elly, she'll be available for recruitment. If you haven't triggered the pre-requisite events for recruiting Reiji, then she'll automatically join your group. For more details, you may consult the [Character](#) section of this guide.

After that's done, take the stairs to the lower right and follow the platform north. Examine the ominous looking switch to find the card reader. Enter the door to start the dungeon crawling.

Underground Passage

Go left on the first fork and use the savepoint along the way. Continue west to find a lever, indicated by a red marker in the mini-map. Find your way up north and you'll find another lever in the western side. From there, follow the passage way until you reach the northernmost part of the floor. Follow the hallway to the east and take the stairs to the next floor. Follow the path west and you'll find the hatch leading to the Comm Passage. In this room, just open the two boxes to get **Medicine** and **Rattle Drink x2**. Exit to the southeast.



SEBEC Building

(1F) Follow the path west (right) then down (north) to find a room with the save point and a Fountain of Healing beside it. If you badly need healing, you can just dish out cash to completely heal your party. Save your game as the enemies here can be fairly dangerous. The room next to the healing fountain has a shop where you can buy supplies. Continue heading south and towards the elevator. You'll be hit by a trap floor here but there won't be any damage. You need to be careful of these kind of floors in the future. Ride the elevator to the second floor.



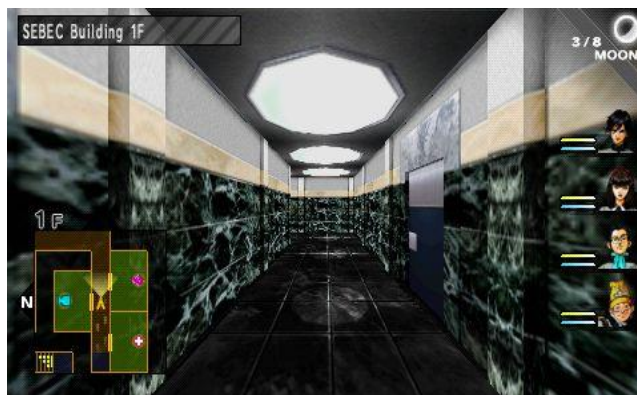
(2F) Follow the hallways to the right (east) then enter the first room to the right (south). You'll find two new guns (**Glock 26** and **AK-47**), a new ammo type (**Shot Shells**) and a couple of new armors (**Spectra Vest**) from the cabinets here so make sure you equip it to everybody. Exit the room and continue along the hallway to find another room. Enter it and examine the cabinets again to obtain **Scorpion Whip**, **Rattle Drink x2** and **Flame Shawl**. Exit the room again and take the elevator to the 3rd floor this time.

(3F) Follow the hallways and make your way to the room in the northeast corner. Obtain **Titanium Guards x2** and **Spectra Vest** from the boxes there. Make your way back to the fourth floor.

(4F) First take the hallway to the left (west) then around the path south to reach the room to the southeast. Open the first three cabinets from the left to obtain **Ingram**, **Delta Storm** and **Shot Shells**. The last cabinet contains nothing but poison. Go back to the elevator entrance then follow the corridors north to find the northwestern room. Open the cabinets inside to obtain **Rattle Drink**, **Black Shoes x2**, **Raven Feather** and **Dis-Sick**. Equip your new gears then ride the elevator to the last floor. You can also go back to 1F and save your game.

(5F) Walk north to the first fork then turn right (east) the follow the hallways until you reach the southeastern room. Collect the **Mossberg M500**, **Spectra Vest x2**, **Shot Shells** and **Titanium Guard** from the cabinets. Equip it to your characters then make your way back to the first fork near the elevator and take the corridor to the west this time. Follow this straightforward path until you reach the stairs.

(4F) Turn north and you'll find two rooms. The first one leads you to the Velvet Room while the other has a save point. If you have at least two Spell Cards, you should be able to fuse and create personas. If you're still not utilizing the Contact option in your combat menu, refer to this section for basic guidance.

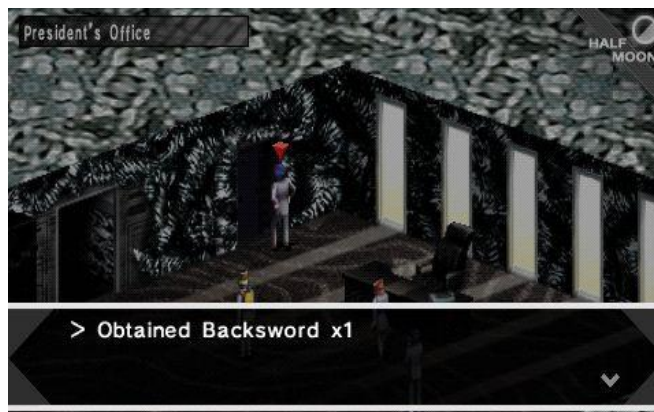


From here on is a straightforward path; just use the staircases to reach the first floor. Continue south to find a shop, healing fountain and a save point. Make preparations since you'll be in a boss battle later on. Proceed to the other hallway and take the stairwell upstairs again to 5F. Make sure your party's fully healed at this point. Enter to face the boss.

Boss: Takeda, Agent x4

After enduring Kandori's Maragi and starting the battle damaged, you need to concentrate on one agent at a time and make sure use Maki's Dia and Rattle Drinks to keep the party's HP up. If your level is decent enough, then you don't have to worry much about their damage since they'll be pretty much manageable. It will be helpful if your personas have party-based skills so you can damage all of them per turn.

After getting rid of his henchmen, Takeda will use Delyte to mute the whole party. Don't let this bother you since Takeda is weak against Physical attacks. Switch to normal attacks and pummel him until he dies. Just heal as needed.



After the battle, examine the safe in the northern corner of the room to get a **Backsword**. Examine the phone on his desk to open the secret passage. Ride the elevator to B1 next.

(B1) There is a savepoint in the next room so use it, then enter the next room and loot the chests there to obtain **Medicine**, **Athame Knife** and **Titanium Guard** x2. Exit to the next hallway and follow the path. Ignore the rooms here since they don't have anything important to get; just generic NPCs to converse with. Just follow the path until you reach a pitch black room. You need to rely on your mini-map to navigate the area. Follow these directions: 1 (step) east, 1 south, 1 east, 1 south, 2 east, 3 north, 2 east, 1 south and 2 east. This should bring you back to the lighted corridors. Just follow the path again until you reach the last room.



During the scene, you'll finally get the burden of deciding what button to press. For the sake of getting the good ending and some of the [best personas](#) in the game, press the **RED button**. Watch the following scenes.

St. Hermelin (???)

Once you gain control of your character, talk to the girl then exit the gym. Your first stop would be the infirmary to save your game. Enter the main building, head west to find the infirmary. Next, make your way to Class 2-5 in the second floor. After the brief conversation, exit the room and make your way back to the infirmary just at the end of the hallway. The best is that is the Velvet Room is situated next to the infirmary, making this a good spot to grind for experience and spell cards. Try to obtain new spell cards and fuse new personas now since your original ones will probably be maxed out or underpowered. There is also a general store where you can buy supplies in the second room to the north of the infirmary.

Also, be careful with Lilims since they can cast Mudo (2 turn death) and group/ charm which can easily devastate your party if you're not careful. You'll also encounter them along with Toufeis that is essentially a very dangerous combination especially if they caught you off in an ambush. You need to take note of the Bukimi (toilet) monsters as well; they can cast Mudoon (group version of Mudo) and will use Last Resort and self destruct when its near death.

Tip: To be safe, try to get their spell cards while you're grinding near the infirmary so you can just contact them off in future encounters while you're in this dungeon.

Tip: Collect spell cards and try to create the demons Phaleg and Gozu-Tennoh. Phaleg can learn Mediarama, a party-healing skill while Gozu-Tennoh can learn Megido, a nuclear-type skill that deals tremendous damage to all enemies at this point. These personas will be helpful in the upcoming boss battles. I forgot the actual combination but you can create them from fusing spell cards acquired from the demons in this floor.

This dungeon is a bit tricky since it will feature doors that will warp you to other locations. You need to enter the correct doors in the right order to reach the boss of this area. If you turn to the right along the corridor next to the general store, you'll find two of those doors. Enter any of the two.

In the next room, go left (west) then right (north). Continue following the hallway north (pass the classroom 2-1) as it turns east, continue following the corridors until you reach a couple of doors to the east. Enter it.

In the next area, (refer to the mini-map) head north, then east to the first fork. The path north leads to a classroom so just ignore that. The path south first and you'll find a save point right beside a locked room. Use that, then go upstairs east.

In the next floor, follow the path until you reach a class room. Be careful not to continue along the hallway since there's an invisible hole that will make you fall down the previous floor. Enter the room.



(Recruiting Reiji - 4) If you did the necessary steps early in the game and you haven't acquired your fifth member yet, you should see a scene where Reiji saves a girl from a demon. Enjoy your free level up after the battle and Reiji will automatically join your party.

Grab the **Turquoise** and **Metal Card** from the boxes here (avoid the rigged box in the middle) then use the exit in the upper right of the room, then use the doors ahead to go to the next area.

Follow the hallway to the right (west) then up (south). Follow the path here until you reach the stairs. Go down and you'll find two rooms beside the auditorium. One has the save point while the other has the Velvet room. Prepare for a boss battle as soon as you enter the auditorium.

Boss: Tesso

This is just an endurance battle. Its attacks include the gatling gun that deals high damage to single target, Paralyze bite that deals damage and paralyzes the target. Use Dis-Para to cure it. It also uses Megido which deals high nuclear damage to everybody. It won't use Megido that often so you should be able to heal everybody with skills or items before you get hit again. Make sure to remove the paralyze status whenever you have chance. This boss doesn't really have any particular weakness or strengths so dish out all the powerful skills available to you.

If you were collecting spell cards and fusing them, then you should bring along a ranked Phaleg and Gozu-Tennon in this battle. Phaleg's Mediarama skill is a tremendous help in keeping the party afloat while Gozu-Tennon's Megido skill will allow you to deal high damage to the boss.



Watch the following scenes, then make your way to the library in the 3rd floor. Save your game first if you want to. Once done, exit the school back to the city map.

City Map / Historical Society

I'm sure you're itching for some new gears so make sure to stop by Yin and Yan and Rosa Candida in Mikage Sun Mall to purchase some upgrades. The casino also has some great upgrades but it may take you a while to purchase them, especially if you're not patient with mini-games / gambling.

To proceed with the story, you need to go to the Alaya Shrine. After the scene, exit the shrine then head north to the next screen. Check out the Historical Society, the old building north of the Mikage Sun Mall. Enter the building and just continue to the next room from the reception area to get the **Expel Mirror**. Now, you can just enter the subway east of the Historical Society building.

Mikage Subway

This place is really large. Fortunately, there is only one correct path and you won't get lost along the way. There will be traps on the floor that will force you to move to the arrows' directions. This can be annoying later on but you'll only fall for them once since they'll be revealed in the mini-map as you discover them. Once you found the correct path, you'll come across a save point room. Save there then proceed onwards until you reach the stairs. Prepare your team for a boss battle then go downstairs.



Boss: Yog-Sothoth Jr.

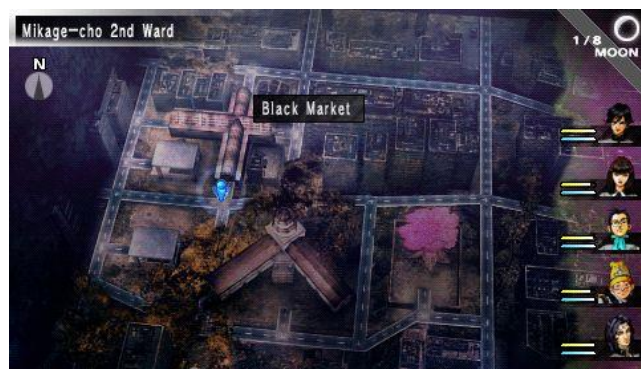
Not a hard battle itself. He doesn't have any special strengths except for the ability to naturally repel electric attacks. He's weak against nuclear (Megido) and 1H sword (main character weapon) attacks so make use of them to your advantage. Just whittle his HP while keeping the party healed and you should be able to defeat this boss without too much fuss.

After the battle and the encounter with the brat, continue to the next part of the subway. There is really nothing of interest here so follow the corridors and you'll reach the exit. You'll find yourself back in the isolated part of the world map.

City Map

You can't wander off this area because of the broken roads. Just enter the Black Market next.

Black Market



This is an alternate version of your world's Sun Mall so you should be familiar with the location of the establishments. Save your game and visit the stores to upgrade your party's gear and to resupply. Next, head to the Peace Diner in the western part of the mall to learn more about the situation here. When ready, prepare for dungeon crawling again, save your game then enter the room beside the casino. If you managed to collect several spell cards, this is the best time to create new personas or least grind in the upper floors. Also before venturing inside the palace, have an Emergency Exit item in stock or a persona with the Traesto skill (you can forcibly have a persona learn this skill by using an Emergency Exit as a reagent during the fusion process)

Kama Palace

This place is full of dead-ends and holes that lead to more incorrect paths, making this place horribly confusing and frustrating. Follow this guide's directions to save time.

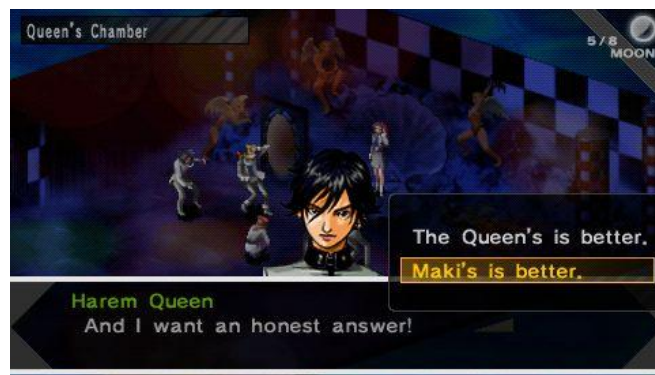
Continue downstairs to B2. Follow path up (west) until you reach the first fork. Turn right (north) and follow the short path that leads to the elevator. Ride it down to B7. Use the save point from the nearby room. There is also a fairy spring here that you can use if you want to. (Note: If the enemies are giving you a hard time, you may need to grind in this floor to earn a few levels) Go downstairs using the staircase nearby until you reach B9 (don't stray of the path). Follow the path until you reach the treasure room. Obtain a **Life Stone**, **Chewing Soul** x2 and **Revival Bead** from the chests there. Go back upstairs to B7 then use the elevator again to reach B2.

From the elevator, head to the right (west) then up (south) through the gate to fall down to B3. Follow the corridor east until you reach two gates south. Go through the gate east (left) and drop down to B4. In this floor, just go through the gate again to drop down to the next floor. Follow the path again and go through the gate to fall down to B6. Once there, enter the only room along the path to find three chests containing **Dx Incense**, **Bead** x2 and **Balm of Life** x2. You can now head back to the Black Market to save, resupply or create new personas. You can do this by using an Emergency Exit item or a persona's Traesto skill. If you have neither, make your way to the northwest corner of the floor, go through the gate and fall down to B7. From there, you can just utilize the elevator here to return to B2.

Now, when you're ready to face the Harem queen, ride the elevator from B2 down to B4. Once you're in B4, turn left (west) then down (north). Follow the hallways until you reach a gate. Go through it to fall down to B5.

In B5, just go through the gate north and fall down to B6. Once here, follow the corridor east and go through another gate to deliberately fall down to the next floor. In this floor beyond, be careful of Malphas enemies since they can also use Marin Kirin. Make sure to use Silver Prayer Wheel immediately to avoid getting in trouble. In B7, just follow the only path and fall down to B8. Enter the room nearby and grab the **Metal Card**, **Malachite** and **Ag Incense** from the rigged chests after the dialogue. Exit the room using the other door, then follow the hallway south until you reach a fork. Take the shorter upper left (southeast path) path and fall down to the next floor.

In B9, enter the only room but **DO NOT** open any of the chests. They don't contain anything and they're all rigged with traps. Exit the room and follow the path until you reach yet another fork. Go through the gate to the right and fall down to the next floor. Here in B10, use the save point in the nearby room, then follow the path until you reach another room with some of treasure chests. Do not open the chest near the painting since this particular trap will reduce everybody's HP to 1 without giving you anything. Obtain **Onyx** and **Lu Incense** from the other chests. Exit through the other door and follow the path again and once you reach the fork, follow the path east to reach the Harem Queen's room. After the conversation, you'll be all the way back in the Peace Diner. You need to head all the way back to Kama Palace the second time around. Just follow the same directions described above.



Before entering the Harem Queen's chamber, make sure everybody's healed up. During the ensuing conversation, you'll be given two critical, game-changing choices. I strongly suggest going for the second option ("Maki's is better") since the ensuing battle is a lot easier and will allow you to obtain more artifacts necessary for getting the game's ultimate personas. Not to mention that this is an important choice that will enable you to get the game's good ending. You'll need to fight the next boss afterward:

Boss: Harem Queen

If you selected the second option, you'll need to fight the boss with just your main character and Maki. This battle should be manageable but will be a lot easier especially if you both have healing skills available. Her attacks are really weak so you don't need to worry about getting heavily damaged. You still need to watch out from her Infinite Spiral move. This boss will occasionally heal herself but you should be able to whittle her HP away by attacking continuously.

After the battle, watch the following scenes. Once in control, return back to the Black Market, resupply and save your game. To proceed, exit the Black Market to the north.

City Map/ Mana Castle

Head north to the next screen to find Mana Castle. Enter it to trigger a scene. Exit the castle then return to the Black Market. Exit to the south then take the subway again.

Mikage Subway / City Map

There will be stronger enemies here so be careful. Much of the map should be viewable already and it should be easier to navigate since you can already see the direction where the corridors are leading. Just make your way to the room where you fought the boss before, then find the exit to the other side.

After getting out of the subway, head north to the next screen to find the Lost Forest. Save using the tree beside it then enter the forest when ready.

Lost Forest

From the starting point, if you follow the corridors to the right (west), you'll reach the save point. The path ahead of the starting point (south) has a fairy spring where you can heal. If you don't need any of those, just turn left from the starting point and take the second path (south). Follow the winding path as it turns north, then south. Follow the straight path south until you reach another set of winding corridors. Make your way to the upper right (southwest). Enter the room there to find several chests. Open only the chests shown in the screenshot since the others are rigged. Obtain **Gottabe Shoes**, **Fomor Lineage**, **Metal Card** and **Moonstone**.



After collecting the treasures, continue up (south) until you reach an intersection with a rotating tile. Keep stepping on it until you get to the right (west) hallway. Keep following this straightfoward path until you reach a fork with the save point in view. Don't be fooled by this since this is the same savepoint that's located near the entrance. The path east (right) is one-way and you'll be forced to walk all the way back here. Turn left (west) instead and enter the room to find the correct savepoint.

After saving, continue up (south) until you reach the gingerbread house. Enter to proceed with the story. During this conversation, you'll be given critical choices that will affect the game's ending. Select the following answers to ensure that you'll get the game's "True" ending.

1. "Stop hiding"
2. "For everyone's sake"
3. "To find my reason"

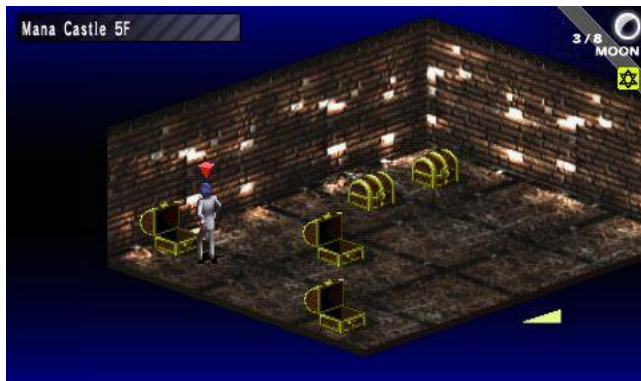
You'll obtain the key item Compact Half after the conversation. Leave this area and make your way back to the castle in the other side of town. That's right, you'll need to backtrack through the subway again. Make sure to resupply in either the Sun Mall or Black Market, save or patch yourselves up with the doctor's help.

Mana Castle

Place the compact on the pedestal then enter the castle afterward. Continue north until you reach the fork in the path. Take the path to the west and make your way to the northwest to find a staircase. Go upstairs, follow the hallways to the right until you find two rooms. One is a savepoint while the other is a treasure room containing **Amethyst**, **Life Stone**, **Revival Bead**, **Chewing Soul x2** and **Repulse Bell x2**.

Go downstairs again then on the first floor, continue heading south to find a new set of stairs. Go upstairs using those. Now, make your way to the middle of this floor to find another staircase leading to 3F. Go upstairs and once there, you can go to the east (left) to find a savepoint. Use that, then continue south following the hallways until you reach the next set of stairs. Go upstairs next.

In 4F, simply follow the corridors and just take the stairs you'll find in the end. This is a very straightforward path so you don't have to worry about getting lost. Upon reaching 5F, you'll find the treasure room. As tempting as it may be, open only the chests shown in the screenshot below. The others are rigged with dangerous traps while containing no valuables. Now, it will be impractical and annoying to run all the way back, unless you have Clean Salt that will prevent battles against low level enemies. Use Traesto or an Emergency Exit to return to the entrance, then work your way again to 3F.



From 3F's starting point (stairs going down to 2F) go to the right (west) then follow the straightforward path leading to the next set of stairs leading to 4F. In 4F, follow the hallways to the right (east) until you reach a dark room, similar to SEBEC's underground. Refer to your minimap and follow these directions: 1W, 1S, 1W, 2S, 2W, 1N, 1W, 2N, 1W, 2N, 1E, 2N. Once outside of the room, follow the hallways to reach the stairs. Go upstairs to 5F.

In 5F, a room should be immediately visible. Enter that room and open the chests shown in the screenshot below. Obtain **Dx Incense**, **Present** and **Topaz** from them. Exit the room, then follow the corridors to the northeast and enter another dark room again. You should be able to navigate this room alone. Otherwise, follow these directions: 2E, 1S, 3E, 2N.

Once outside of the room, use the savepoint in the nearby room. There is a boss battle ahead so this little detour is necessary. You need to back to the dark room again. Follow these directions next: 5S, 2W, 2N, 2W, 2S, 1W, 1S, 2W. Once outside the room, heal up and enter the only room at the end of the path. After the short conversation, you'll find yourself fighting against another boss.



Boss: Saurva

You'll start the battle with 3/5 members critically injured. Immediately use Media ~rama/ ~rahan or a Half Moon Tablet to restore everybody's HP to full. Otherwise, set the others to defend while throwing some Rattle Drinks to restore their HP. You should be able to get on the offensive during the second turn so throw in your strongest fire ice and wind attacks since the boss is weak against them. Aside from this, this boss is an earth-elemental type demon, with resistance against physical attacks (that includes gun damage)

It will take a while to defeat him since he has lots of HP but this battle should be manageable. He will occasionally mute your characters. You can use an item to immediately alleviate its effects or just wait for it to disperse on the second turn.

After winning the battle, escape from the castle. Make a quick visit to the Black Market to heal up, restock, upgrade your party's equipment and fuse some new personas. Your next destination is the mansion located southeast of the Black Market.

Haunted Mansion



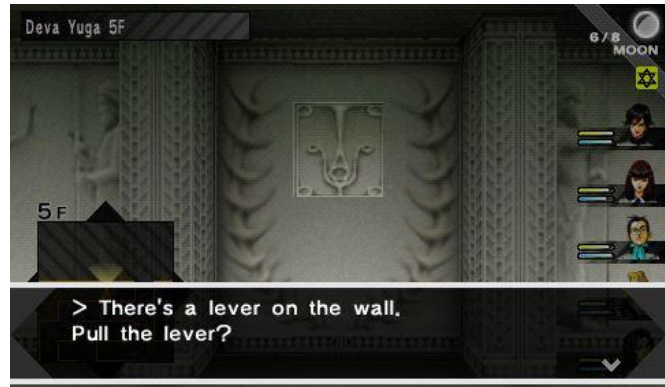
From the fork at the start of the dungeon, follow the path west until you reach the stairs. Go upstairs to 2F. Follow the corridors east and you'll find a room. Enter the room and grab the Vi Incense from the chest near the painting. The other one contains no treasure so just ignore it. Exit the room then backtrack to the mansion's entrance in the first floor. Take the eastern path this time. Follow the hallways northeast until you reach a room with a savepoint. Continue north and then head west. Proceed south to reach the dark room. The path is pretty simple so directions are not necessary. Exit the dark room to the west, then take the westernmost hallway to find a room along the way. Obtain the **Metal Card** and **Garnet** from the chests inside.

Exit the room and follow the hallway to reach the stairs leading to 2F. Go west then head southeast to enter the dark room. (2E, 2S, 1E, 1S, 4S, 1S) After getting out of the dark room, follow the corridors east, then north until you reach the savepoint in the northeast corner of the floor. Backtrack a bit, then head south until you reach the dark room again. (1W, 2S, 1E, 1S, 3E) Go upstairs next.

You'll find another dark room as soon as you reach 3F. (2W, 2S, 4E, 4N, 1E, 1N) Enter the room afterward. During the scene, you'll need to choose whether you'll fight the demon Hariti or not. To get the good ending, opt to lower your weapons. After watching the scenes, you'll be taken back to your real world.

Deva Yuga

Once in control, exit the teleportation room to enter Deva Yuga. There are various facilities that you can use at the start of the dungeon. Once ready, take the elevator. Go up to 2F. Follow the corridor south, then north. In the north fork, continue heading south until you see a room. Enter it to grab the **Chewing Soul x2**, **Muscle Drink x4**, and **Repulse Bell x2** from the chests. There is nothing much to do here anymore so backtrack to the elevator and head to 3F.



Follow the corridor south. If you turn west you'll find a large room but you can't open the door yet. The gate north of the large room has a hole that will allow you to fall down to bottom floor in case you need to reorganize your party. For the meantime, follow the hallways east instead. Take the corridor south, past the other large room and follow the long hallway as it turns west. You should see a staircase near the end. Just follow the path until you reach the staircase. Go downstairs.

Once in 2F, just follow the straightforward path until you reach another set of stairs down south. You'll be back in 1F but in another area. Head west first to find a savepoint. After using it, continue north and make your way to the northeast part of the floor until you reach a large room. Go south and follow the long hallway until you reach another large room. From there, continue heading northeast until you finally reach the next set of stairs. Go upstairs next.

In 2F, continue north and use the savepoint. Head to the west, then make your way to the northwest corner of the floor to find the next set of stairs. Go upstairs to 3F. In this floor, go south first then follow the hallway east to find a room containing a **Black Tablet** and **ST Incense** from the two chests closest to the wall. Ignore the third chest near the MIBs as this is the usual rigged dummy chest. Exit the room and take the corridor leading south. Follow it as it turns north and until you reach another large room. Take the northeast path then follow the path until you reach the stairs.

Once in 4F, go west for another save point. Keep heading west until you reach a large room. Take the northwestern path and follow it to reach another room. Grab a **Tanzanite**, **HP Incense** and **Metal Card** from the chests inside. Exit the room and head south until you reach another set of stairs.

In 5F, follow the hallways leading north then continue east until you make it to the large room. Follow the corridors north until it leads you to the first switch on the eastern wall. Backtrack to the large room, then follow the corridor south. Turn west in the next hallway and activate the second switch. Head back to the previous room and stand in the middle to fall down to 4F.

The Velvet Room and a savepoint is located here utilize them. Don't go through the gate but go upstairs again to 5F instead. Once back in 5F, enter the room and grab the **Amethyst** and **Opal** from the chests in the upper right corner. Ignore the other chest since it is an empty rigged one. Exit through the other door, then head to the final floor.

In 6F, you'll have to solve another puzzle where you need to make sure that the lights on the ceiling form a cross. Don't be intimidated since this is a fairly easy puzzle. Just form the cross and move back and forth to toggle a light to turn on. You should hear an audio cue confirming that the door is open. Just go through the gate, heal up and you'll be facing Kandori.



During this conversation, you'll be asked by Kandori. This is yet another critical choice on your path to getting the good ending. Select the second option "To find my reason". Finally, the much awaited showdown with the bastard will ensue.



Boss: Kandori / God Kandori

Kandori is weak against guns and all elemental attacks except fire. If you have the best guns available in the game, it's possible to just set your characters to attack him with firearms as long as he's within attack range. He doesn't have that much HP but you need to be careful with his party-based attacks. Having a persona or two with Media ~rama/ ~rahan will be very helpful. After he's down, he'll show his true form and the second phase of this battle will start.

His resistance in his god-form will be swapped so he'll be strong against all elemental attacks while having the weakness against nuclear, fire and blast attacks. Fortunately, he's still weak against guns. Personas capable of dealing medium/heavy nuclear or blast damage will be your main offensive force here. Your other characters should alternate between guns and healing items. The boss will occasionally shock your characters using its lightning attacks. Make sure to heal this immediately using Turtle Candies. This boss has a lot of HP so it may take a while before you get to defeat it.

After defeating the boss, read through the dialogue until you're in control of your characters again. Heal up and go back to 4F. Even with the boss defeated, you'll still have enemy encounters so be careful. Once you've reached 4F, save your game and go through the gate to the south that we didn't enter a while ago. You'll go through a hole to 3F. You'll be right in front of the locked room. Enter it to proceed with the story.

Note: If you messed up the any of the critical choices and events needed to get the good ending, then this is where the game ends for you. The only way you can see the true ending is by choosing the correct options in your next playthrough.

For those in the path of getting the true ending, there will be three more dungeons we need to tackle, which is covered in the following sections. Oh, and things will start to get more brutal.

During these scenes, you'll obtain the key items **Broken Compact** and **Green Compact**. Once in control, grab the **Chaos Mirror Shard** in the corner of the room. Just read through the following dialogue and you'll be transported back in the other world.

Lost Forest

You'll be taken in the entrance of the Lost Forest. After the conversation, you can save your game by heading outside and using the tree there or just use the other savepoint inside the forest, located to the west. You need to make your way back to the gingerbread house and talk to Mai. Once in control of your character, use the rear door to reach the other part of the forest.

Inner Lost Forest

Follow the path until you reach the first rotating tile. Follow the hallway northeast to reach a treasure room. Obtain Pearl and Metal Card from the chests. Return to the rotating tile and make your way east, then south, past two rotating tiles. You should find another treasure room there. Collect all treasures inside except for the one located in the northern corner since it's a rigged chest. Obtain Blue Tablet, Ruby and SP incense. Exit the room then step on the nearest rotating tile until you're in the path going east. Follow it until you reach the next rotating tile. There is a treasure room further east but don't waste your time going there since all chests there are duds. Instead, head north of the rotating tile, keep following it until you another rotating tile. Continue east and make your way to the easternmost hallway. This hallway leads north to an open space in the woods with several one-direction tiles. Make your way west to find a savepoint.



There will be two more rooms further west. Enter the room to the north first since it contains treasure chests. Just grab the Life Stone from the chest to the left and leave the other rigged chest alone. When ready, enter the room to the west to trigger a scene. During this scene, you'll be given a couple more of important choices. Choose the first one. After the scene, Maki will be back to the party. Remember to equip her gears again. Continue west for a shortcut. Make way back to the gingerbread house to proceed with the story. Leave the forest and make your way to Alaya Shrine next.

City Map

Make sure to drop by the Sun Mall and utilize the facilities there. Make sure you're fully prepared since only the main character and Maki will be able to traverse the next dungeon. Equip them both with the best gear and personas you have. Don't forget to visit the Yin-Yan shop north of the shrine for some new guns. When ready, go inside the shrine for more events.

Alaya Shrine / Alaya Cavern

Since there are only the two of you, you need to be extra careful when dealing with enemies. Otohimes can charm your characters; just imagine how much havoc it will cause getting both characters charmed. They're weak against guns so if you managed to upgrade your firearms a while ago, then you have better chances of killing them faster. Next, try to have some personas with resistance against curses to resist spells like Mamudoon. As for the formation, it will be good to put Maki in the farthest tile behind the protagonist. This will ensure that she'll at least be out of range of area-based spells like Candy Voice.

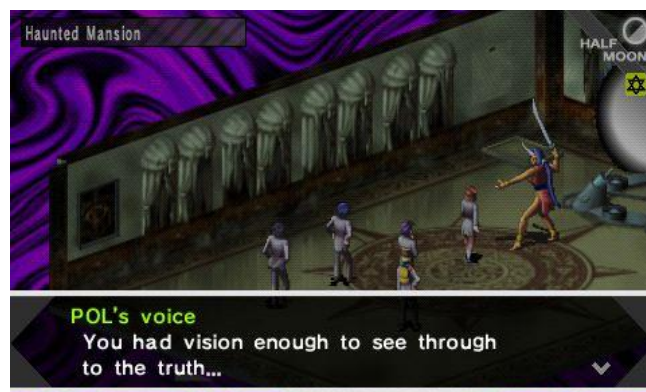
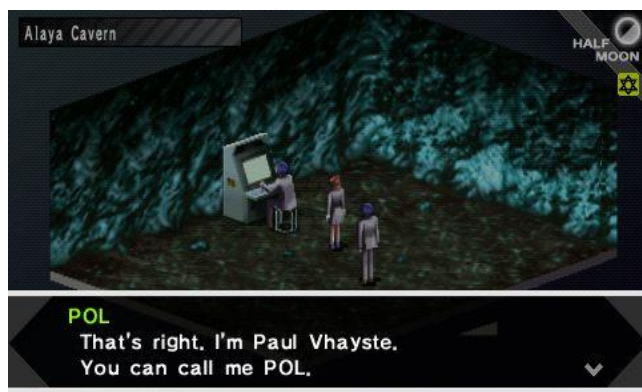
Follow the corridor until you reach B2. In B2, the path to the left (west) leads to a fairy spring. Use the path to the east, going north. Use the stairs to go down to B3. In this floor, you can find the savepoint by following the path south. When done, take the path north and go downstairs. In B4, just follow the hallways and you'll eventually reach the treasure room. The chests here look like silver pods. Just open all chests to obtain Balm of Life, Chewing Soul, Emerald and Metal Card. Make your way back to the previous floor (B3) then make your way to the stairs going back to B2. Instead of going upstairs, go downstairs to another area of B4 instead. Continue going downstairs until you reach B5.

In this floor, enter the nearby treasure room. Grab the Crimson Tablet from the chest to the left; ignore the other chest since its a dud. Exit the room and go downstairs using the nearby stairs. This will bring you quickly to B7. In B7, follow the hallways until you find the staircase leading back to B6. Go upstairs, and in B6 follow the hallways until you reach the treasure room. The only rigged chest here is the one in the southwest corner. Grab the Alexandrite, Diamond, Bead, Sapphire and Dragon Scale. Backtrack to B7 and once in B7, backtrack again to the same staircase leading to B6. Go downstairs to B8 instead.

This floor (B8) covers the largest area in this dungeon. From the stairs head west then turn right (east) on the first fork. Keep following the path east and you'll find the much awaited save point. After saving, continue east then south. Continue until you reach the fork in the road. Take the left (east) path until you reach the last room.

Watch the following scenes as you were shown the critical and moral decisions you've made during the course of the game. During this event, you'll finally obtain the very valuable artifacts necessary to create the strongest personas in the game. (Rosetta Stone, Pasque Flower, Purified Water, Amber Glasses and another unique artifact depending on the fifth member you recruited)

Note: In this room, the protagonist's other self is playing a 1997 Atlus game titled [Groove on Fight](#).



Exit the room and make a quick run to the save point if you want to. From the previous room, follow the series of corridors west until you reach the stairs leading to B9. This is a pretty small place so you just need to head to the large room and enter to trigger the following scenes. You'll obtain the Blue Compact from this event. Use Traesto or an Emergency Exit to finally leave this dreaded place and regroup with your party members.

So this is it... the final battle is right around the corner. If you're not confident about your team's abilities, try grinding a bit or at least fuse some new, powerful personas. Check out the stores for any weapon/ equipment upgrade you can afford and of course, resupply. There are also other powerful personas you can create by adding up a special fusion item. Some of these fusion items can be acquired by exchanging coins in the casino. You can refer to this list for the specific fusion combination needed to acquire your character's ultimate personas. When ready, head back to the school.

St. Hermelin

Head to the Library on the 3rd floor to trigger the scenes and to open the gateway for this playthrough's final dungeon.

Avidya World

The enemies here are dangerous and will really annihilate your party if you've come unprepared, under-leveled or under-equipped. Not to mention that various enemies here will have the ability to reflect different types of attacks making them more threatening. Even more frustrating is that there will be groups that will have different demon combinations that cover each other's weaknesses. The enemy levels here will have a large level hike so if you're already having problems surviving the battles in the first floor, then it's a sign that you won't last the lower floors.

Note: The game's last savepoint (in this dungeon) is a floor above the boss room. The enemies there are LV70+ at least and it's a long walk to reach the boss, not to mention they'll even get more difficult to defeat. Take note that there's always a possibility that your party will get wiped out before even reaching the boss. As much as you hate grinding, this game pretty much requires it so unfortunately, you don't have a choice.

Tips: Make sure your party's average level is at least 60. The higher, the better chances you'll have in surviving the boss and winning this battle. Before entering, consider equipping everybody with a persona that can resist or null Ice attacks. If you can equip one that absorbs ice damage, that's better. If you can't find a persona befitting those traits, use your strongest persona that isn't weak to Ice.

From the starting point, continue north and you'll find two rooms: a savepoint and a fairy spring. This is a good grinding point if you feel that you need to get some levels up. Follow the path north of Trish's spring, you'll find two more rooms leading to the Velvet Room and a store. From there, follow the corridors south until you see a hallway going east. Head north to and enter any of the two doors there to reach the next area.

Continue north until you reach the northernmost corridor that's headed east. Follow that path, then follow the straightforward path south until you see a large room to the east. Go through there and continue following the only path until you reach another long hallway heading east. The path will turn north this time; keep following it as it leads to the next couple of doors leading to the next area.

Continue north to find a save point. Save your game, then follow the path north. Take the northernmost corridor that leads east and turns south. Follow the straightforward path south. Continue along the next series of corridors (this is straightforward as well, with a few deadends) and it will lead to the staircase going to 2F in the southwest corner of this floor.

Upon reaching 2F, use the savepoint located east of the staircase then use the doors west to reach the next room. Follow the path to reach the dark room. Follow these directions to get through there easily:

2N, 1W, 2N, 1E, 3N, 2W, 2N, 2E, 5N, 1W, 3N, 1E, 2N, 2W.

Proceed to the west end of the lighted corridor then go south, west, north to reach the short lighted corridor again. Enter the darkness from the other end and follow these directions:

2S, 2W, 2S, 1E, 3S, 1E, 8S, 2E, 3S, 3W, 1N, 2W, 1S, 2W, 1S, 2W.

If done correctly, you should find yourself in the lighted corridor next to the doors that will lead you to the next area. The next area can be a little tricky to give directions to but take note that this should be a straightforward path without false exits, pits or anything else of interest so just go through a series of corridors and make your way to the northwest part of this room to find the stairs that leads back to 1F.

Back in 1F, head east to find a save point, fairy spring and just a short walk from those are the store and Velvet Room. Use them as needed then head to the next area by going north. In the next room, follow the path west as it turns north. This area's layout is a lot simpler so just follow the straightforward path by making your way east and finally south as the path leads to the staircase to B1. Go downstairs.

Tips: This is the last save point and probably the last grinding point before the boss. Make sure your party's average level is at least 60. The higher level, the better chances you'll have in surviving the boss and winning the battle. As much as possible, try to create personas that can Null/ Resist or Absorb Ice attacks, and at the same time not weak against deaths or curses. They'll play a major role in increasing your survival rate against the enemies in the last floor of this dungeon and against the final boss.

B1 has several trapped floors so to avoid unnecessary damage, you may want to use the Liftoma skill or Core Shield item. In addition, this place is crawling with powerful and annoying enemies that can disable or instantly kill multiple characters per turn. Be careful of the Grimies enemies here since these little bastards can easily disable your allies with shock and fear, then killing them off instantly with Hell Eyes. Just make sure you equip personas that can absorb or null curse or death spells. If not, try to equip personas that are not weak against those two attacks. From the stairs, go north, then head west then go south to reach the southernmost corridor. Head to the west then go north. Make your way to the northwestern hallway then go to the east in the branch you'll see. Head north a bit then turn east to the next branch. Follow the path south then continue along this straightforward path to reach the room in the middle.

This is the boss room and you're probably aching for a save point at this point. Unfortunately, you'll need to go in and defeat this boss. Before entering, consider equipping everybody with a persona that can resist or null Ice attacks. If you can equip one that absorbs ice damage, that's better. If you can't find a persona befitting those traits, use your strongest persona that isn't weak to Ice.



Boss: Pandora

This is her first form and should be pretty manageable. You just need to watch out for her Paralyze Puncture move since it has the chance to paralyze several of your characters, as well as dealing high damage. Make sure to have at least two people alternating in keeping the party's HP up. Guns and nuclear spells will be effective against this boss. Just repeat the process until you deal enough damage to prompt her to release her true form.



Boss: (Butterfly) Pandora

Now the real fight begins. If you're having problems surviving the attacks of the first Pandora, then expect to experience hell when fighting this form. First thing you should know is that this boss can change into "versions" anytime during the entire battle with different attacks and weaknesses. You should also know that this boss acts twice per turn. There is really no definite pattern on when she changes forms; sometimes, she even changes forms in the middle of your character's actions. This makes this battle unpredictable and difficult.

The pink-haired version is her most common form and the most dangerous. She's weak against weapon attacks while in this form but she'll absorb any magical spells. Her attack rating is dangerously high and can prevent characters from changing personas. Her ultimate attacks that in this form that you should look out for would be Mabufudyne and Butterfly Storm. The first one will deal heavy ice damage and has the chance to freeze unlucky characters while the latter deals massive damage to everybody while inflicting random status ailments to them. Make sure you have a good stock of Turtle Candy and healing items.

The weaker blue-haired version is pretty manageable. The opposite of the pink version, this form is strong against physical attacks while being weak to all magical attacks except Ice. Consider this as her "defensive" form since her lack of offensive power in this form is offset by her various de-buffing, buffing and healing skills. She'll be able to use Symphony of Lament in this form, a skill that inflicts 2 degree "Guilt" status to your characters. Guilt can be annoying since it prevents your characters from performing offensive actions (attack, shoot, skill) She can also use a skill called All Guard that will render her invulnerable to all attacks for one whole turn.

One annoying thing about this battle is when she changes form from blue to pink. If you're in the middle of using magical attacks to deal damage to her blue form, she'll end up absorbing it instead before your whole team finishes. Expect this battle to drag on for a while since this boss has a really high HP. Just continue attacking and keeping your team afloat until she dies. Use all the best items you've collected so far since they're not gonna be carried on your playthrough anyway.

After defeating her, watch the following ending scenes.

Congratulations for finishing the (main) game!

You'll unlock the 8F of Mikage Ruins. Unfortunately, the game does not feature a New Game+ option so if you're planning to start a new playthrough or conquer the Snow Queen storyline, you'll have to start from scratch or load your backup save as suggested [here](#).

Snow Queen

Under construction...



Credits

- ◆ Thanks to Atlus for the wonderful SMT and Persona series.
- ◆ Thanks to my friends and family for their support
- ◆ Thanks to you for reading this guide, up to this point.

References used in this guide:

Special Personas Fusion – UltimateCalibur's post in this [GameFags thread](#), [Persona WikiDot](#)

Persona Fusion Chart – [Wikidot](#)

Character Bios - [Wikia](#)

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This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)

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